

#### Overview of Current City Conditions and Strategies for Urban Revitalization Presented to:

### Virginia Housing Commission Local Revitalization and Blight Removal Work Group

By Linda McMinimy Virginia First Cities Coalition September 23, 2004

### Virginia First Cities Coalition

- Charlottesville
- Danville
- Fredericksburg
- Hampton
- Hopewell
- Lynchburg
- Martinsville
- Newport News
- Norfolk



- Petersburg
- Portsmouth
- Richmond
- Roanoke
- Staunton
- Winchester

#### Blight Generates Negative Ripple Effects in Neighborhoods and Localities

• Destroys Communities- Erosion over time

#### Breeds Crime

Richmond - Vacant Housing #1 indicator of where crime occurs, 2500 Vacant units in 1999

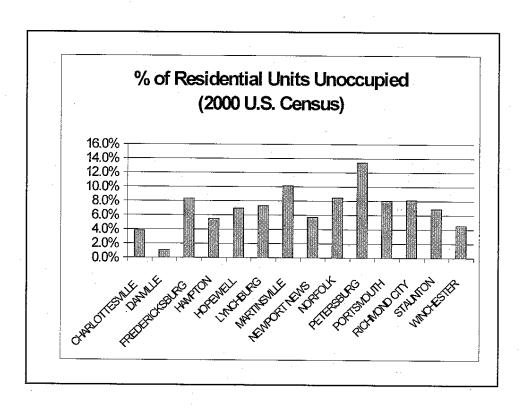
#### Causes Disinvestment

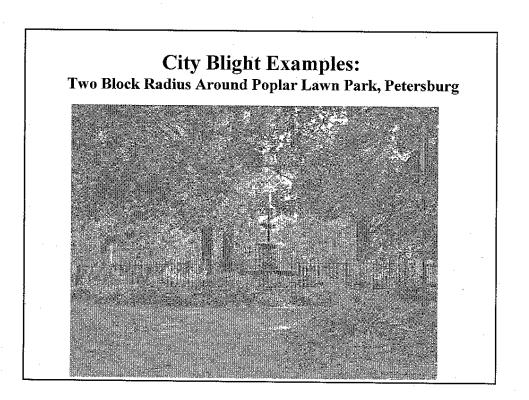
Property value and condition of adjacent housing declines Prevents commercial and residential investment because the after construction market value is <u>less</u> than the cost of construction

#### CITIES HAVE LARGE NUMBERS OF BLIGHTED UNITS

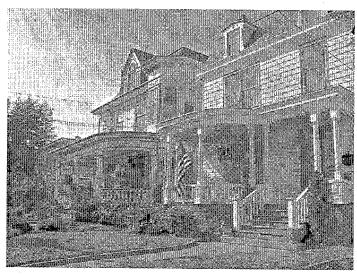
2000 census data

| ID | City             | Number of Units | Percentage of all units |
|----|------------------|-----------------|-------------------------|
| 1  | Winchester       | - 586           | 4.5%                    |
| 2  | Staunton         | 713             | 6,8%                    |
| 3  | Richmond         | 7484            | 8.1%                    |
| 4  | Portsmouth       | 3314            | 8.0%                    |
| 5  | Petersburg       | 2133            | 13.4%                   |
| 6  | Norfolk          | 7924            | 8,4%                    |
| 7  | Newport News     | 4205            | 5.7%                    |
| 8  | Martinsville     | 729             | 10.1%                   |
| 9  | Lynchburg        | 2029            | 7.3%                    |
| 10 | Hopewell         | 678             | 6,9%                    |
| 11 | Hampton          | 3139            | 5.5%                    |
| 12 | Fredericksburg   | 743             | 8.3%                    |
| 13 | Danville         | 2418            | 10.4%                   |
| 14 | Colonial Heights | 292             | 4.0%                    |
| 15 | Charlottesville  | 669             | 3.8%                    |



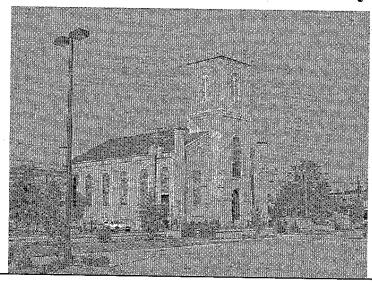


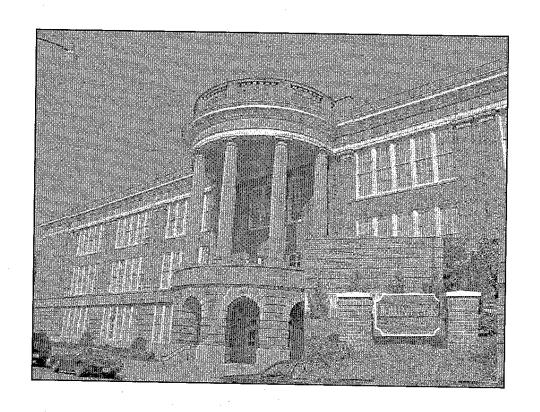
## **Historic Renovated Homes**



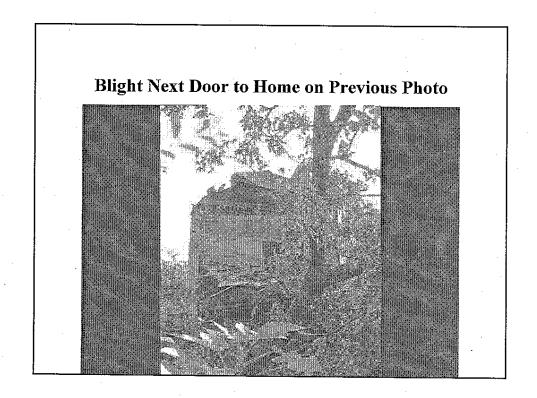


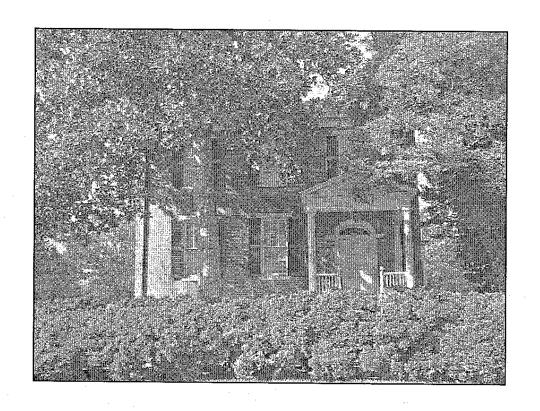
## **Community Institutions Nearby**

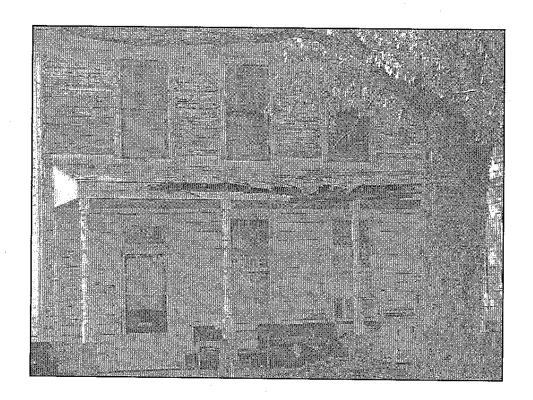


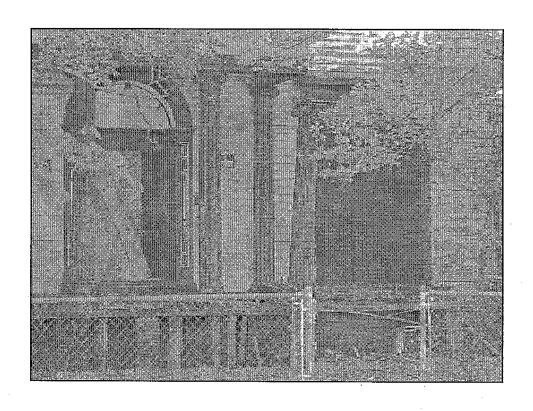


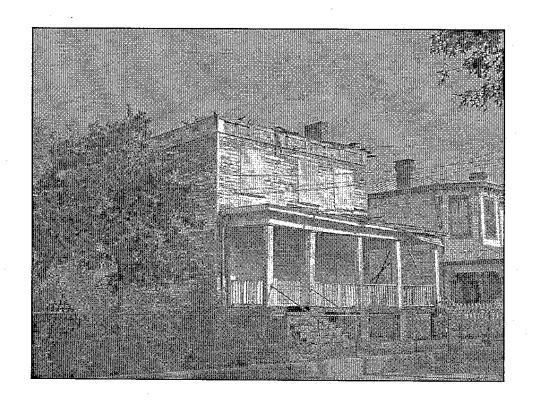




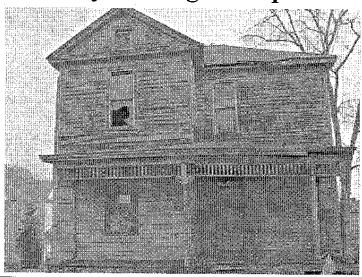




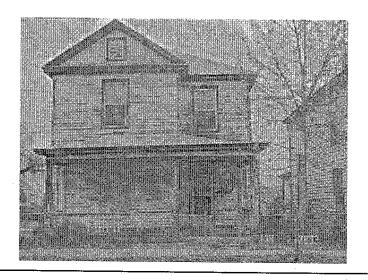




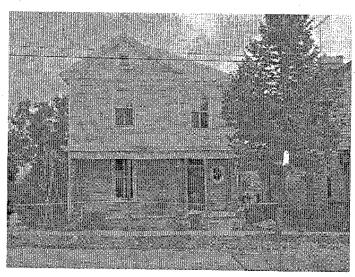
## **Lynchburg Examples:**



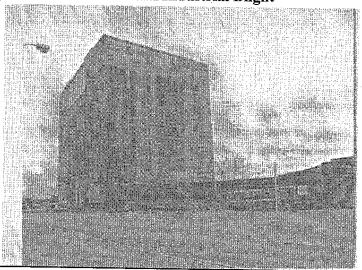
## Before



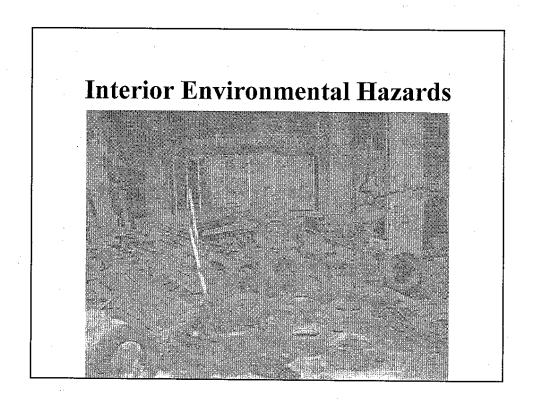
## **After Renovation**



## Norfolk Examples: Commercial/Industrial Blight



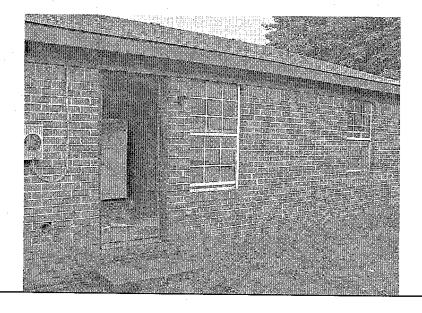


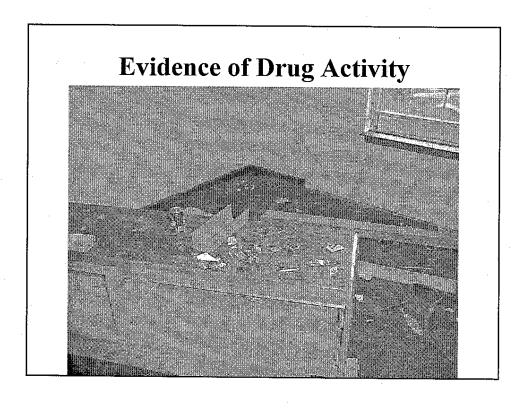


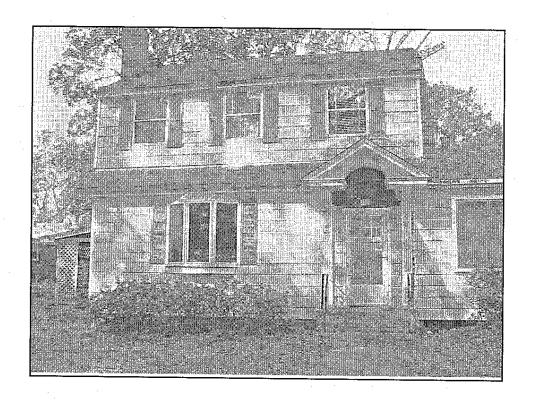
## Blight in Neighborhood Waterways

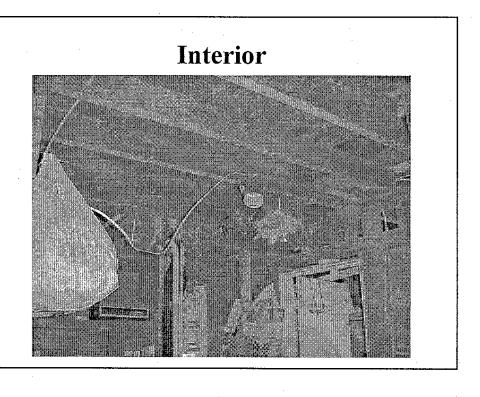


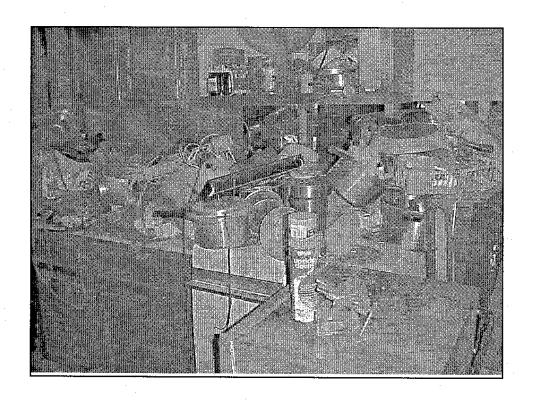
### **Vacant House**



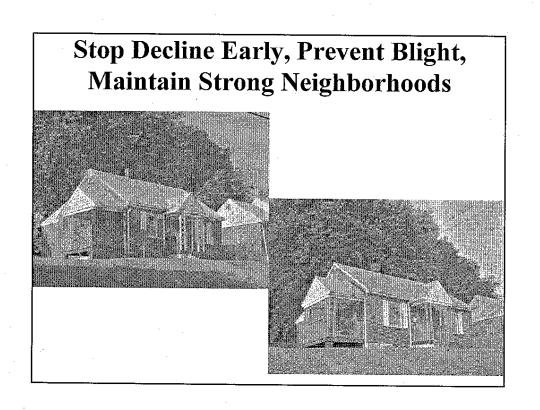












## **Factors Influencing** the Condition of Cities

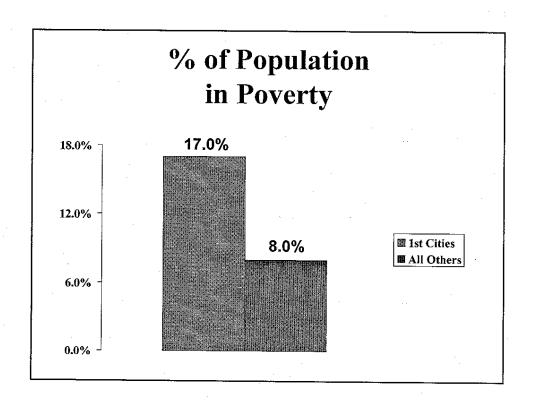
- Virginia's core cities: Concentrations of poor and working poor, lower cost housing, and high rental rates. Heavier reliance on health and welfare services, and public transportation.
- In addition, central cities continue to serve as regional cultural and job centers and thus must provide adequate infrastructure and public amenities.
- 75% of state aid to localities is for education. In core cities, other local budget needs such as law enforcement, health and welfare, and infrastructure consume significant resources but receive very little state assistance.
- · Dillon Rule- State sets rules
- Inflexible Boundaries- Cities cannot grow and can only increase tax base through revitalization

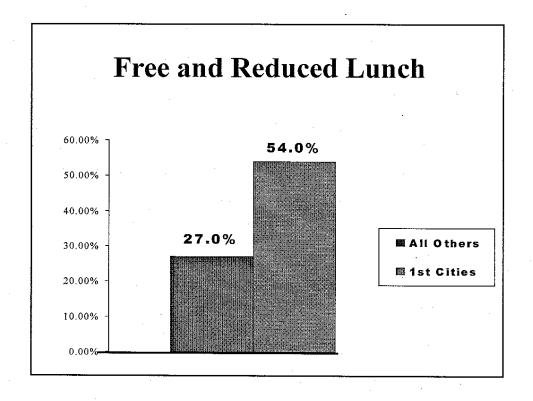
# City Conditions Affect Ability to Address Blight

Demographics and Fiscal Condition

## First Cities Reality #1 Costly Demographics

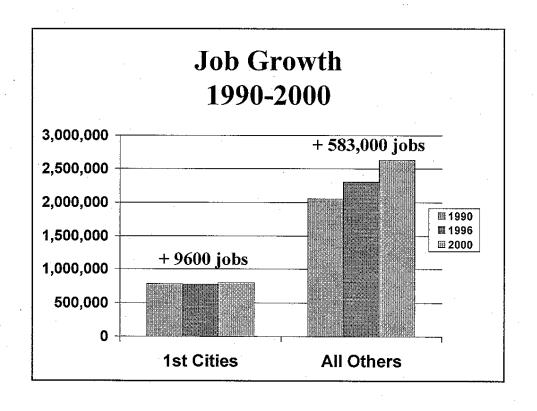
- From 1990-2000, VFC lost 1.5% of population vs. an 18.6% gain in the rest of the state
- 17% of VFC population is poor vs. 8% in rest of the state
- 53% of students on free or reduced lunch vs. 27% in the rest of the state
- 80% higher violent crime rates
- Older, more costly physical infrastructure

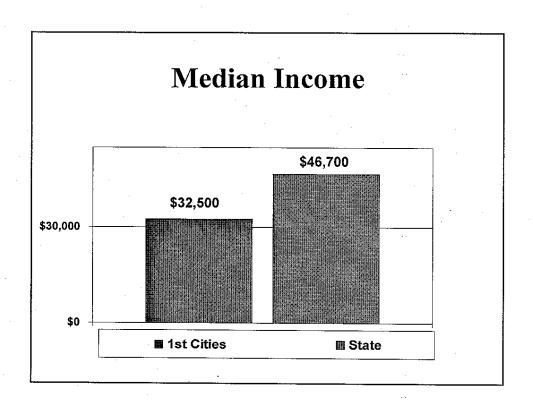




### First Cities Reality # 2: Lagging Economic Growth

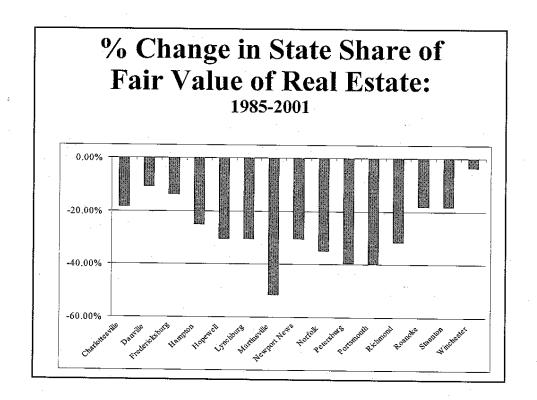
- From 1990-2000, gained 9600+ jobs vs. 583,000+ in the rest of the state
- Median family income of \$32,500 vs. \$46,700 for the state





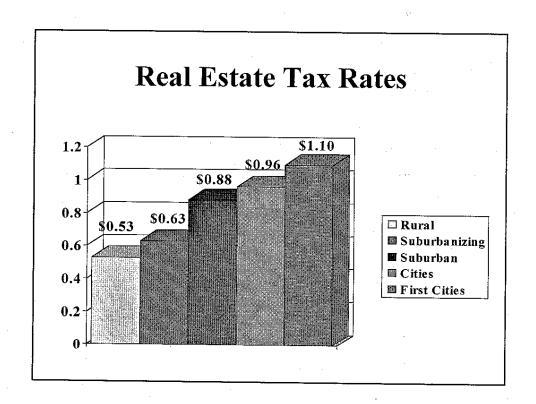
# First Cities Reality # 3 Physical Barriers to Growth

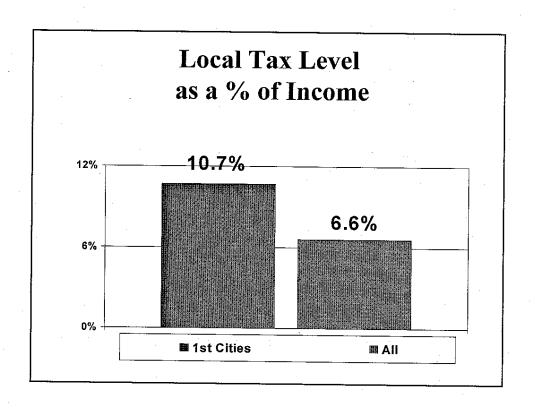
- Lack of developable land No room to grow
- · Site assembly difficult and costly
- Blighted land and structures
- Gap between development cost and market value
- Old infrastructure/environmental issues
- Limited funding for redevelopment

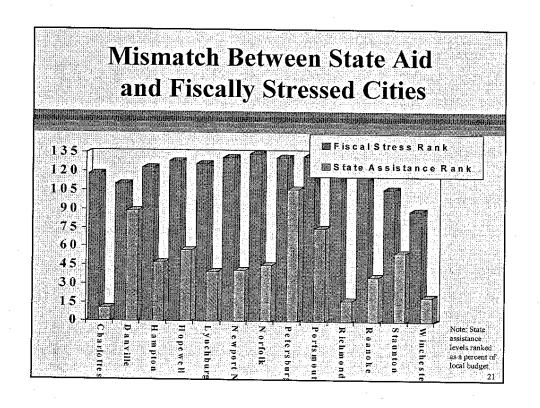


# First Cities Reality #4: Fiscal Capacity Limited

- High revenue effort through taxes & fees
- Local tax base too dependent on real estate tax
- State severely limits revenue sources, while state aid is not directed to VFC problems
- State aid for urban revitalization, health and human services, infrastructure, public safety are very limited relative to need







### Revitalization Creates Positive Ripple Effect

#### STATE-LOCAL PACKAGE CRITICAL TO REINVESTMENT

## **Local Redevelopment Tools**

- Community Development Block Grants + local General Fund Dollars
  - Purchase, Redevelop, Demolition by locality or Housing Authority
- -Rental Inspection Program Purpose safety, health improvements in neighborhoods, stem decline.
- -Rehabilitation Tax Abatement

Richmond example:

- 2,800 structures receive 15 yr. abatement.
- 700 million in assess value abated since 1995.
- Approx. 9.6 million in tax credits.
- · Increased Property Values, Assessments

### **Local Programs Cont.**

- Historic Districts
- Targeted Neighborhood Rehabilitation Programs

City-neighborhood partnerships, identification, intensive policing, code enforcement to address blight:

- Norfolk PACE program (Police Assisted Community Enforcement)
- Richmond Neighborhoods in Bloom (National Recognition):
  - ✓ In 1999-60% properties in target neighborhoods had building or environmental code violations
  - √ 45% vacant, only 26% owner occupied

## What Does Virginia Do for Urban Revitalization?

- Enterprise Zones
  - Key component of City revitalization projects
  - Sunsets Jan 1 2005, needs improvement
- Historic Rehabilitation Tax Credits
- Neighborhood Assistance Program
- VHDA Low Income Housing & Tax Credit Programs
- DHCD Housing and Main Street Programs
- DEQ Brownfield "Voluntary Remediation Program"

### Virginia Can Do More

#### **Brookings Institute Model Program**

- · Vacant land and abandoned property inventory
- Brownfield cleanup program
- · In-fill directed smart growth strategies: reclaim, reuse
- Targeted use of development authorities
  - Business Improvement Districts
  - Tax Increment Financing
- Enterprise zones focused on blight and vacant properties
- · Reformed judicial tax lien foreclosure system
- · Authorization for local land banks
  - Non-profit entities that assemble and improve blighted properties enabling easier redevelopment
- · Tools for Land Assembly
- Rehabilitation codes

## Incentives in Virginia Statute But Not Funded

- Virginia Removal or Rehabilitation of Derelict Structures Fund - § 36-153
- Housing Revitalization Zones § 36-160
- Virginia Brownfields Restoration and Economic Redevelopment Assistance Fund - § 10.1-1237
- Urban Public Private Partnership Redevelopment Fund

#### Conclusion

State policies need to recognize that cities vitality is critical to the health of major metropolitan regions

- State policies should encourage reinvestment in cities
- Support regional approaches to problems- affordable housing across regions
- Cities alone should not have to bear disproportionate costs of concentrated low-income populations

State Help Needed to Improve Economic Competitiveness of Core Cities

- Adopt Urban Policy Task Force recommendations
- Increase funding for state programs for blighted commercial or industrial properties
- Increase funding for housing and neighborhood revitalization
- Help with key infrastructure needs

Hold Property Owners Accountable for their Properties

### Lynchburg 9th Street Downtown Redevelopment Project

